Subject: Re: smoother drawing
Posted by mr_ped on Thu, 29 Jul 2010 14:56:45 GMT
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Ok, some upp "magic" for you, or how I would proceed further:

Select the PainterExamples package
Open Examples.h

.. notice the line with virtual void Paint(Draw& w); declaration, after all you told me you draw your things there, right? So move on that line with cursor on the "Paint" word.

Now Alt+J.

You should end in main.cpp at line 80 with function definition.

And that was quite easy to understand for me, because I recently did some code with Image/ImageBuffer/RasterImage/Painter and other upp classes of that family. For you it will be maybe more cryptic, so here we go:

```
 Size sz = GetSize();    //size of painting area of window
 if(ctrl.transparent) {  //this will create the color chessboard background if you tick that checkbox in app, otherwise the background is white
  for(int y = 0; y < sz.cy; y += 32)
   for(int x = 0; x < sz.cx; x += 32)
    w.DrawRect(x, y, 32, 32, (x ^ y) & 32 ? Color(254, 172, 120) : Color(124, 135, 253));
  //notice it's drawn into the old Draw thing without new Painter
 }
 ImageBuffer ib(sz);   //this is raw RGBA memory array for SW rendering (allocating the "canvas" for Painter)

//here's the Painter class finally - BufferPainter is nothing more than
//Painter class extended to paint into ImageBuffer, which was created a line above
 BufferPainter sw(ib, ctrl.quality);  //init it with desired ImageBuffer and desired antialiasing mode (from GUI control)
 DoPaint(sw);   //some custom function which does the actual drawing and I didn't bother to look inside
//of course just go on the DoPaint with cursor and hit Alt+J to see what's there, if you are curious enough
//but basically you just need to do sw.drawEllipse, etc.. as you wish

 w.DrawImage(0, 0, ib);
//and the resulting SW rendered RGBA image is rendered back to OS's window area represented by the original Draw& w instance.
```

Looks simple to me, but I'm used to UPP, so keep asking if you don't get anything, I will try to explain better. (but later, going off now)